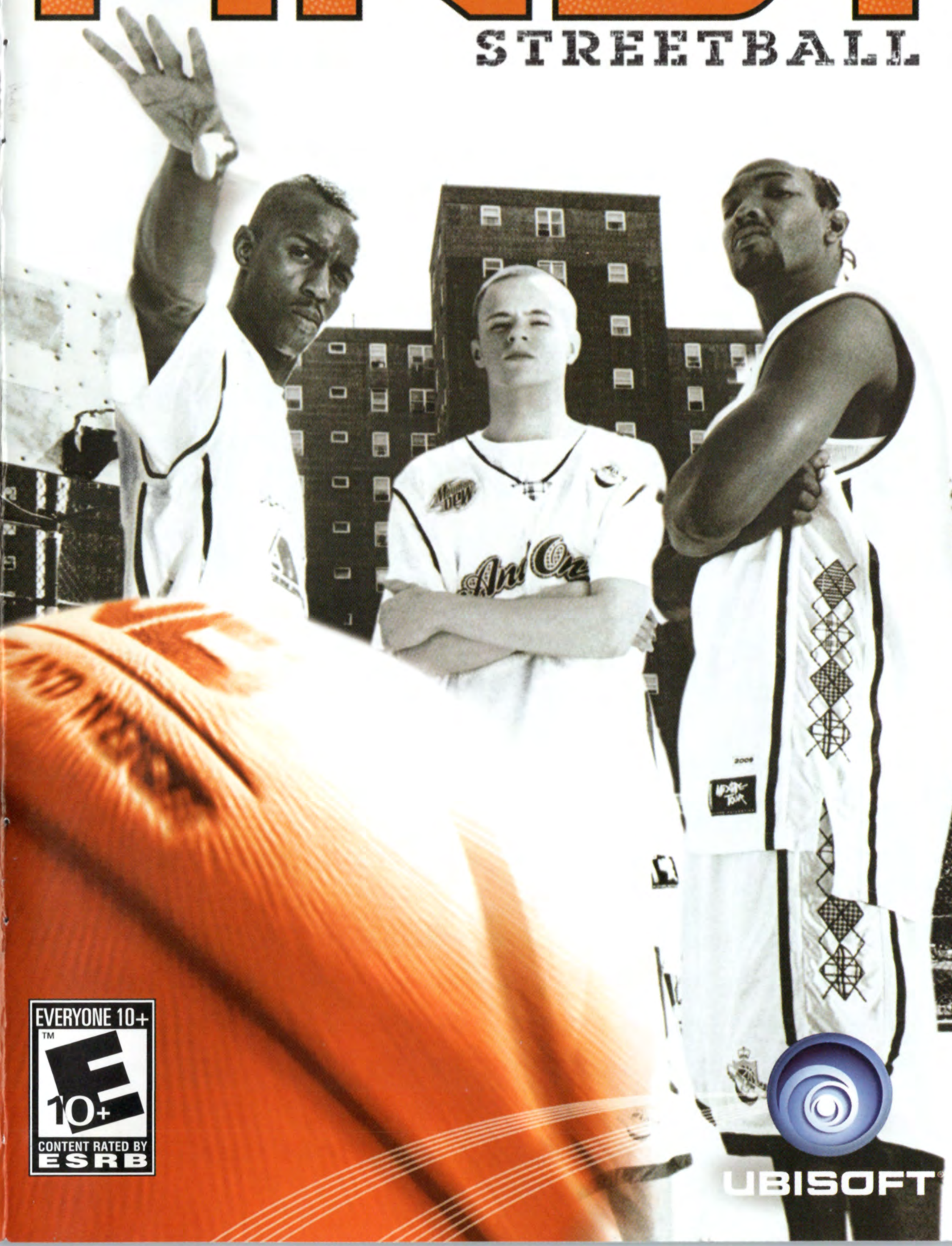
AND1®

STREETBALL



EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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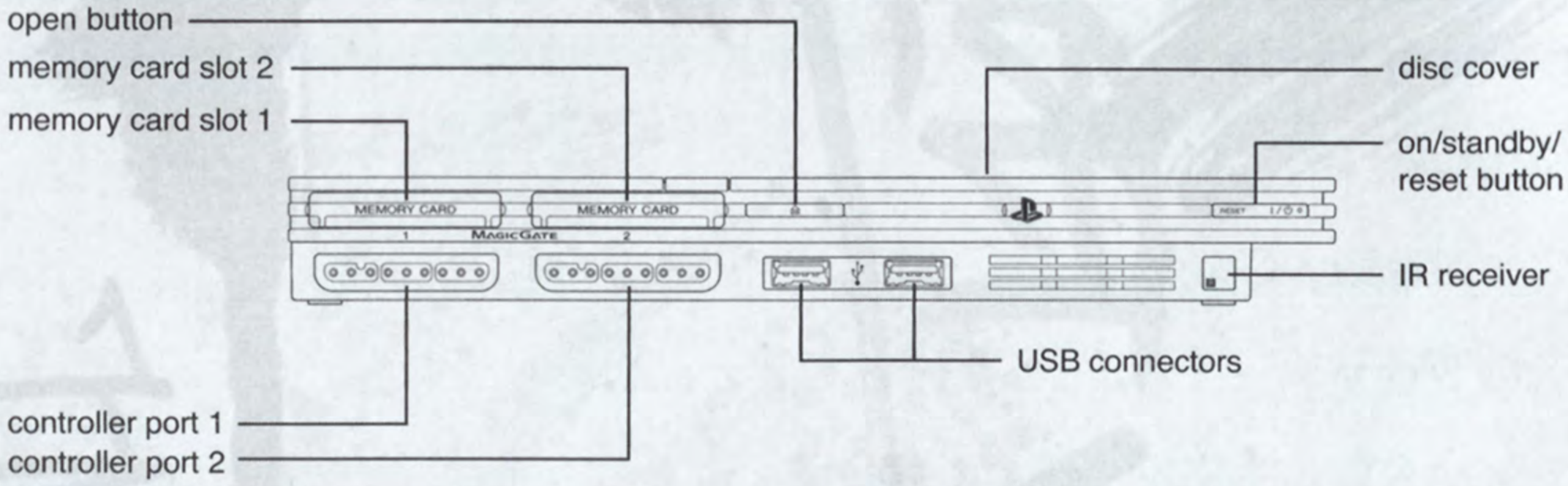
GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the AND 1® Streetball disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select an option, go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

GAMEPLAY CONTROLS

□ button

Offense (with ball)

- Random I BALL move

Defense

- Steal/Grab ball

⊗ button

Offense (1-on-1)

- Fake pass

Offense (with teammates)

- Pass ball
- Throw alley-oop pass (with the L2 button)

Defense (with teammates)

- Switch to closest player

△ button

Offense

- Jump for rebound; Jump for tip off; Dive for loose ball

Defense

- Jump to block; Jump for rebound; Dive for loose ball
- Jump and grab rebound (with the R1 button)
- Turbo block (with the R1 button)

○ button

Offense (with ball)

- Shoot; Layup; Dunk (with the R1 button)
- Fadeaway, leaner (with the left analog stick away or toward basket)
- Self alley-oop (with the L2 button)

Offense (without ball)

- Jump for tip-in; Putback dunk (with the R1 button)

Defense

- Shove

L1 button

Offense

- Hold to back down the defender in the low post or paint

Defense

- Hold to face your oppenent

R1 button

Offense

- Turbo; Level 3 I BALL (with left analog stick and right analog stick)
- Breakdown move (with the R2 button)

Defense

- Turbo

R1 button + △ button

Defense

- Jump and grab rebound
- Turbo block

L2 button

Offense (with teammates)

- Tap x2 for player icons (pass to corresponding button icon)

Defense (with teammates)

- Tap x2 for player icons (switch control to corresponding button icon)

L2 button + ○ button

Offense

- Self alley-oop

L2 button + ⊗ button

Offense (with teammates)

- Throw alley-oop

Note about alley-oops: Throwing an alley-oop pass will not always connect with your teammate. Position and timing are the key to a successful alley-oop.

R2 button

Offense (with ball)

- Hold for Defensive Dribble mode

R1 button + R2 button

Offense

- Breakdown move (requires an earned Mic and correct positioning on the court)

L1 button + L2 button

Offense

- Activate On Fire mode (when crowd meter is full or Mic is earned)

R3 button (click the right analog stick)

Offense and Defense

- Taunt

left analog stick

- Player movement
- Level 2 I BALL

right analog stick

Offense

- Offensive I BALL control

Defense

- Defensive I BALL control

START button

Pause/In-game menu

SELECT button + △ button, □ button, ○ button, or ⊗ button

Offense

Call offensive play

THE STORY

Are you ready to become the next Streetball legend? Begin your rise to the top by competing on the AND 1® Mix Tape® Tour against such star athletes as the Professor, Half Man Half Amazing, and Main Event. Earn your way into each city's Open and Main Runs and bring your A-game to stay on the bus! You just might earn a contract with AND 1 and get your chance to take on the Streetball world!

THE AND 1 MIX TAPE TEAM

50

Real Name: Robert Martin

Hometown: Atlanta, GA

Stats: 6'8", 205 lbs

Best at: Blocks, Dunking

50 is named for his vertical leaping ability, and he never disappoints on the court. His size, strength, and signature off-the-shot-clock alley-oop make him a crowd favorite at Main Runs.

Trivia: Joined the AND 1 Tour in 2001. Once played professional basketball in Luxembourg.

AO

Real Name: Aaron Owens

Hometown: North Philadelphia, PA

Stats: 6'3", 165 lbs

Best at: Handles, Steals

Known as "the General" by his teammates, AO is one of AND 1's most entertaining athletes. His sweet skills, sick crossovers, and off-the-head antics have caused many wannabe ballers to walk off the court embarrassed.

Trivia: Joined the AND 1 Tour in 2000. Home court is Connie Mack at 22nd and Lehigh.

Baby Shack

Real Name: Hugh Jones
Hometown: Washington, DC
Stats: 6'4", 225 lbs
Best at: Dunking, Power

One of AND 1's biggest scoring threats, Baby Shack likes to dunk, and he does it with style. He has been known to "posterize" entire teams with his aerial wizardry while bringing AND 1 to victory.

Trivia: Joined the AND 1 Tour in 2004. Also known as "The Rawkus" and "The Punisher."

Escalade

Real Name: Troy Jackson
Hometown: Queens, NY
Stats: 6'9", 370 lbs
Best at: Power, Passing

Like a big truck barreling through traffic, Escalade makes his large presence known on the court. His power is unmatched by anyone on the AND 1 team, and he loves to mess with opponents before tossing a slick no-look pass.

Trivia: Joined the AND 1 Tour in 2000. Escalade is the brother of professional basketball player Mark Jackson.

Go Get It

Real Name: Tony Jones
Hometown: Chicago, IL
Stats: 6'7", 215 lbs
Best at: Dunking, Clutch

The soft-spoken, Chicago-born Go Get It is named for his uncanny talent at throwing down alley-oop passes. His dunking abilities and hard work ethic are highly valued by Team AND 1.

Trivia: Joined the AND 1 Tour in 2003. Favorite dunk is the MSG 360 Windmill.

Half Man Half Amazing

Real Name: Anthony Heyward

Hometown: Brooklyn, NY

Stats: 6'6", 195 lbs

Best at: Blocks, Power

One of the OGs of AND 1, Half Man Half Amazing, aka Biz, was given his title back in 1993 by Duke Tango after dunking over a massive 6'10" defender. He's been friends with Main Event for many years, which eventually led to a spot with AND 1.

Trivia: Joined the AND 1 Tour in 2000. Known for his trademark turnaround-fadeaway off-the-glass shot.

Helicopter

Real Name: John Humphrey

Hometown: Moorehead, NC

Stats: 6'2", 205 lbs

Best at: Dunking, Hops

When the Helicopter is on the court, expect dunks, and lots of them. Helicopter's ability to "take off" earned him his nickname, but he's just as dangerous from behind the arc.

Trivia: Joined the AND 1 Tour in 2003. Currently plays professional basketball in the off-season.

High Octane

Real Name: John Harvey

Hometown: Bronx, NY

Stats: 6'5", 225 lbs

Best at: Dunking, Power

Like the explosive fuel, High Octane delivers sheer power on the blacktop. The high-spirited Bronx native is a dunking specialist who loves throwing down alley-oops.

Trivia: Joined the AND 1 Tour in 2001. Favorite moment was throwing down 11 dunks in Philly in 2001.

Hot Sauce

Real Name: Philip Champion

Hometown: Atlanta, GA

Stats: 6'1", 160 lbs.

Best at: Handles, Steals

One of AND 1's flashiest players, Hot Sauce, aka Hot Sizzle, got his nickname after yelling out "Sauce!" to go with his shots while playing ball in Atlanta. Hot Sauce's anklebreaking skills and sweet moves such as "The Flintstone Shuffle," "The Boomerang," and the "Sauce 2K" have become legendary.

Trivia: Joined the AND 1 Tour in 2001. Favorite quote: "Don't be like me – be better than me."

Main Event

Real Name: Waliyy Dixon

Hometown: Linden, NJ

Stats: 6'4", 225 lbs.

Best at: Dunking, Power

Main Event got his name from Duke Tango after dominating the Rucker in Harlem for over 10 years. He was responsible for approaching a small shoe company called AND 1 with the idea of a touring Streetball team, and the rest is history.

Trivia: Joined the AND 1 Tour in 2000. His jersey number 4 stands for "Balla 4 Life."

Pharmacist

Real Name: Jamar Davis

Hometown: Bronx, NY

Stats: 5'10", 195

Best at: Handles, Steals

The Pharmacist earned his nickname for his "morphine-based" moves performed at Rucker Park back in 2001. Opponents have learned to fear Mano y Mano matchups with Pharmacist, since they often get their jerseys pulled over their heads!

Trivia: Joined the AND 1 Tour in 2004. Considers his style of play "fancy, unique, more freaky-like."

Prime Objective

Real Name: Lonnie Harrell
Hometown: Washington, DC
Stats: 6'7", 215 lbs.
Best at: Range, Stamina

AND 1's scoring machine from DC earned his nickname at the Rucker, where the commentator determined that his Prime Objective was to score. Prime's nearly unlimited range and calm demeanor make him a valuable asset to AND 1.

Trivia: Joined the AND 1 Tour in 2003. Prime will often say "Buckets!" as he shoots.

The Professor

Real Name: Grayson Boucher
Hometown: Salem-Keizer, OR
Stats: 5'10", 140 lbs.
Best at: Handles, Speed

Known for "taking his opponents to school," the Professor earned a contract with AND 1 after outlasting all other competitors during the memorable 2003 Mix Tape Tour. His speed and quickness are unmatched on the court, and his handles have caused many opponents to consider ankle braces.

Trivia: Joined the AND 1 Tour in 2003. Famous for hitting a game-winning three pointer at the buzzer in New York to beat Team AND 1.

Sik Wit It

Real Name: Robin Kennedy
Hometown: Pasadena, CA
Stats: 5'11", 165 lbs.
Best at: Handles, Steals

The "Sik Wit It dude" was named for his sick moves on the court, which have left opponents hypnotized and crowds thoroughly entertained. The energetic Pasadena native loves to win, and he gets his teammates hyped with his Streetball skills.

Trivia: Joined the AND 1 Tour in 2000. Sik is a big supporter of the Boys & Girls Clubs of Pasadena, CA.

Spinmaster

Real Name: Eric Holmes

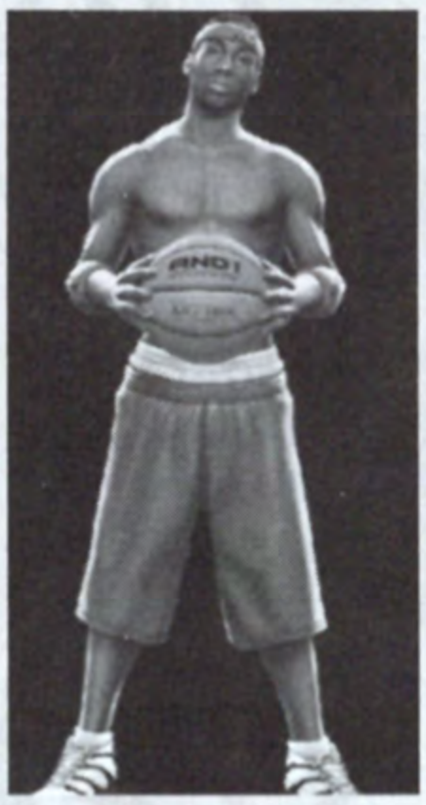
Hometown: Pasadena, CA

Stats: 6'3", 225 lbs

Best at: Stamina, Speed

With his dizzying array of spin moves, Spinmaster gets around his opponents with ease, scoring baskets left and right. His outside shot and inside presence makes him a versatile member of the AND 1 squad. Spin is good friends with his fellow Pasadenean, Sik Wit It.

Trivia: Joined the AND 1 Tour in 2004. Spinmaster is a self-proclaimed gospel music fanatic.



Spyda

Real Name: Dennis Chism

Hometown: Atlanta, Georgia

Stats: 5'10", 175 lbs.

Best at: Dunking, Speed

Spyda was the second player to earn a contract under the Open Run/Main Run elimination rules during the 2004 AND 1 Mix Tape Tour. His trademark dunk involves hanging upside down from the rim, a move that never fails to amaze fans.

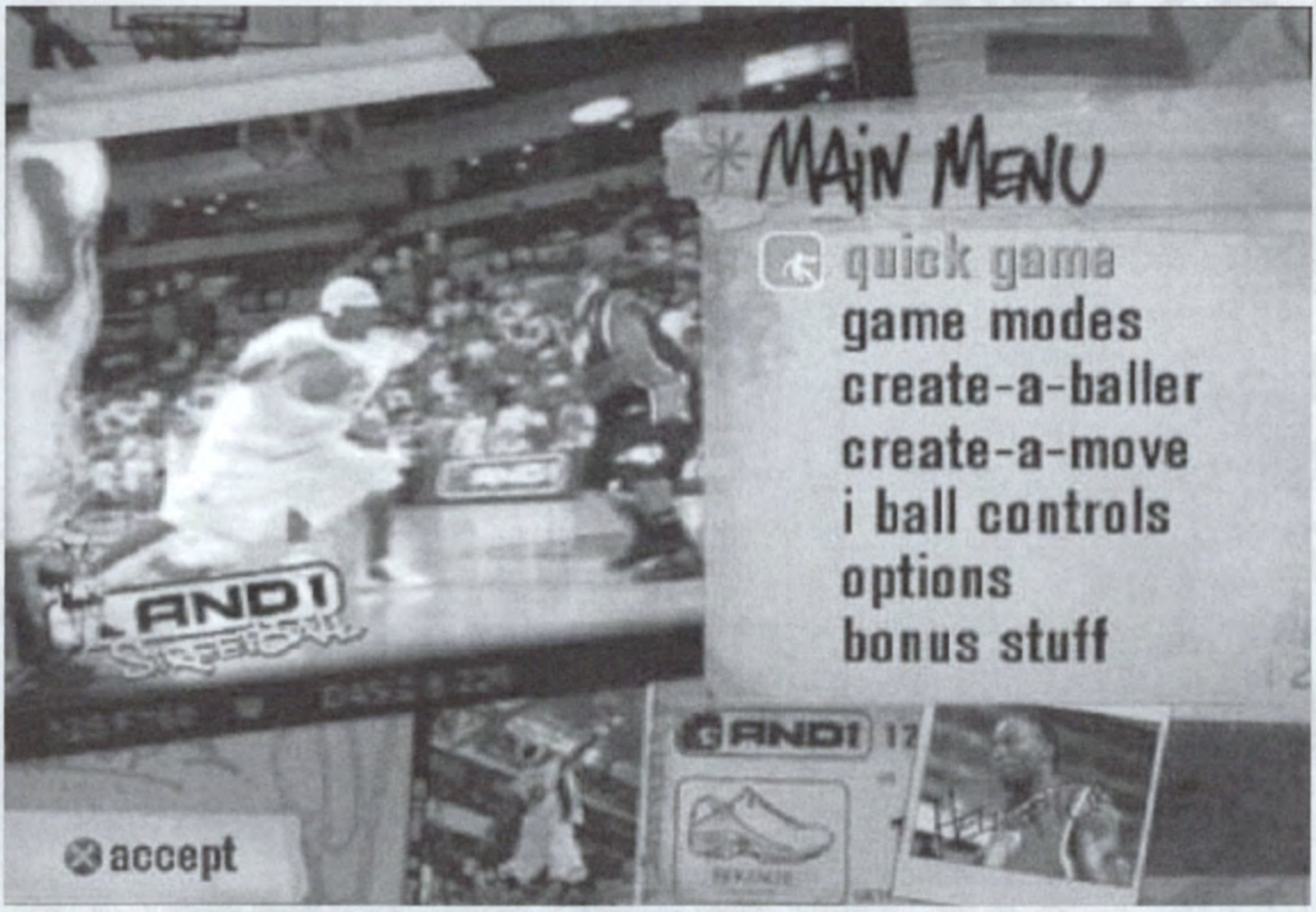
Trivia: Joined the AND 1 Tour in 2004. His favorite saying is: "Spyda does what Spyda do."

PLAYING THE GAME

Press the START button to reach the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to highlight the following options, then press the ⊗ button to select. Press the △ button to go back to the previous menu screen.



- **Quick Game:** Play a quick pickup game.
- **Game Modes:** Access the Game Modes menu to play the AND 1 Mix Tape Tour, Pickup and Side games, or to play online.
- **Create-A-Baller:** Create a custom Streetball player.
- **Create-A-Move:** Create a custom Breakdown move.
- **I BALL Controls:** See an interactive demonstration of your unlocked I BALL Controls.
- **Options:** Access the Options menu to adjust various settings.
- **Bonus Stuff:** This screen lets you view the game's unlockable videos and credits.

Quick Game Menu

From this screen, you can start a quick Streetball matchup or customize it before playing:

- **Play Game:** Launch a default, full-court, 5-on-5 game.
- **Setup:** Go to the Setup screen to customize the Quick Game experience.
  - **Court:** Choose any unlocked court to play on.
  - **Time of day:** Choose Day or Night (if available).
  - **Court type:** Full or Half Court.
  - **Game type:** 5-on-5 down to 1-on-1.
  - **Home:** Choose your home player (1-on-1 only).
  - **Away:** Choose your away player (1-on-1 only).
- **Game Options:** Go to the Options screen to further customize your game.

Game Modes Menu

On this screen, you can access the various game modes for AND 1 Streetball:

- **AND 1 Mix Tape Tour:** Play the single-player campaign.
- **Pickup game:** Customize a single-player or multiplayer pickup game.
- **Side games:** Replay any of the side games from the Mix Tape Tour.
- **Online:** Play online (requires a network connection).
- **Tutorial:** Play the AND 1 Streetball Tutorial, sponsored by Dodge Caliber.
- **Practice:** Work on your skills at AND 1's JB Jouthe Memorial training facility in Paoli, PA.

Progressive Scan Mode

If you have a television that supports Progressive Scan, you can hold the ⊗ and △ buttons during startup to set up Progressive Scan mode.

I BALL MOVES

STREETBALL IS MY JOB
I BALL FOR A LIVING.

AND 1 is known for its outrageous trick moves, and with the I BALL control system, you too can pull off many of the same moves seen on the AND 1 Mix Tapes.

I BALL moves not only look cool, they also earn your player respect and can make your defender "break his ankles,"

allowing for a quick opening to the basket. You can preview your unlocked I BALL controls by going to the I BALL Controls screen from the Main Menu or Mix Tape Tour menu.

NOTE: I BALL moves require special timing to pull off. Please check out the in-game tutorial for more information.

How to I BALL

There are two types of I BALL moves you can perform in AND 1 Streetball, depending on whether your baller is moving or not.

Running I BALL Moves

Level 1 Running I BALL: left analog stick + right analog stick

Level 2 Running I BALL: left analog stick + right analog stick + the R1 button

Stationary I BALL Moves

Level 1 Setup Dribble: right analog stick

Level 2 Showboat Move: right analog stick + left analog stick

Level 3 Anklebreaker: right analog stick + left analog stick + the R1 button

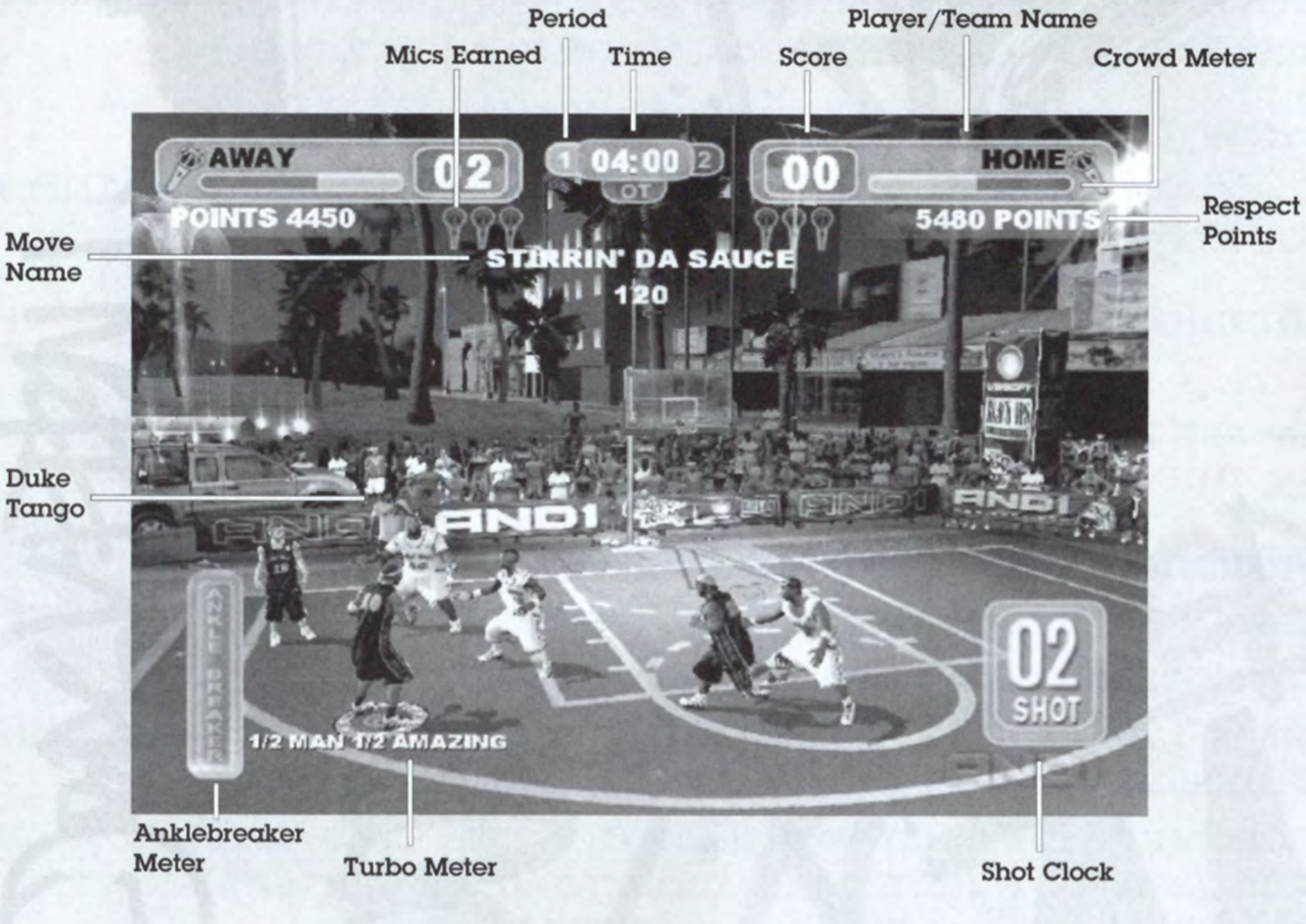
Stationary I BALL moves include jabs, juke steps, and fancy crossovers, all organized according to eight different "branches." Use the left analog stick to perform the following:

- **Off Da Head Branch (Up):** Moves that involve the upper body and bonking your opponent in the head.
- **Hot Sauce Branch (Up-Left):** Moves associated with Hot Sauce.
- **Professor Branch (Left):** Moves associated with The Professor.
- **Clownin' Branch (Down-Left):** Silly trickster moves.
- **Hypnotizer Branch (Down):** Fancy dribbling intended to mesmerize your opponent.
- **Showboat Branch (Down-Right):** Flashy show-off moves.
- **Da Bounce Branch (Right):** Moves involving jumping and aerial tricks.
- **Dizzy Branch (Up-Right):** Spinning moves intended to make your opponent dizzy.

At the start of the game, your created baller will have only certain I BALL branches available. Play through the AND 1 Mix Tape Tour to unlock all 128+ moves!

Special note about Off Da Head moves: It is possible to stun your opponent by doing an Off Da Head move. Be careful, though – a wily defender can anticipate this and reverse the move by moving the right analog stick up while defending, catching the ball and making you look foolish.

IN-GAME INTERFACE



Score

Shows how many points have been scored in the current game.

Player/Team Name

Displays the current player or team.

Crowd Meter

Reflects how excited the crowd is based on your performance during the game. The more I BALL moves and anklebreakers you do, the more the crowd meter will go up. Note that you need to "finish" (i.e., score a basket) in order for the crowd meter to stay high. If you perform tricks to build up the crowd meter but get the ball stolen, the crowd meter will revert to its former level.

Once the crowd meter is full, you earn a "Mic Checka" Mic.

Mics let you do one of two special things:

- **Activate On Fire mode (L1 + L2 buttons):** Pressing the L1 + L2 buttons will activate On Fire mode, causing the ball to glow red and boosting your team's stats considerably. On Fire mode will extinguish when your opponent steals or turbo blocks the ball, or scores a basket.

- **Perform a Breakdown (R1 + R2 buttons):** After earning a Mic, players can perform an AND 1 Breakdown move worth +3 points in half-court games, or +5 points in full-court games. To do this, press and hold the R1 + R2 buttons when your player's indicator icon is pulsating on the court. The name of the Breakdown move to be performed will appear on-screen.
- You can create your own custom Breakdown moves by accessing the Create-a-Move editor from the Main Menu. See page 30.

Time

Displays how much time is left in the current half.

Period

Shows the current game period (1st half, 2nd half, or Overtime).

Mics Earned

Filling the crowd meter earns you a "Mic Checka" Mic. The indicator shows how many Mics each side has earned, up to three. Use Mics to do a Breakdown move or go On Fire during the game.

Move Name

Displays the current successfully performed move name and its respect point value.

Duke Tango

Oh Baby! Duke Tango is the voice of AND 1 Streetball and will provide commentary while amusing the crowd with his antics.

Respect Points

Shows the current number of respect points earned. Respect points affect the crowd meter. Earn lots of respect and you will win the crowd over. Earn enough respect points in the AND 1 Mix Tape Tour to advance in each Open and Main Run.

Note that you need to "finish" (i.e., score a basket) in order to keep the respect points earned during a single possession. For example, if you perform tricks and earn 5,000 respect points, but miss a shot and turn the ball over, you will lose the 5,000 points.

Anklebreaker Meter

The anklebreaker meter only appears when you are close enough to a defender to make him fall down. Perform stationary I BALL moves while in this state to build the meter up.

When the meter is full, a siren will sound indicating that the defender is ready to fall.

If you pull off an anklebreaker I BALL move at this time, you will be rewarded with a respect point bonus, a clear path to the basket, and the satisfaction of making your opponent look foolish.

Turbo Meter

Every player has a turbo meter around their player indicator. When using the R1 button to sprint, the meter will deplete. The meter will go down quickly or slowly based on the player's stamina attribute.

Shot Clock

When the shot clock is turned on, players will need to get a shot off in 24 seconds that hits the rim or scores; otherwise the ball will be turned over to the other team.

Note About Backing Down;

A player with the ball can try to muscle his way into the paint and back down a defender by holding the L1 button while moving towards the basket. The defender can try to counter this by holding the L1 button and moving against the player.

Backing down is affected by your baller's power attribute. Only try to back down on big Escalade with the Professor at your own risk!

THE AND 1 MIX TAPE TOUR

Do you have what it takes to challenge AND 1? Step on the bus and play in the AND 1 Mix Tape Tour as it travels across the country looking for the best Streetball talent. You'll need to have the right mix of skill and crowd-pleasing ability to earn a contract with AND 1 and join the ranks of the Streetball elite!

How the Tour Works

Each summer, AND 1 looks for a new baller to join the AND 1 squad. To do this, the team travels across the country playing against teams of the best local talent.

Open Runs

To get this local team together, AND 1 holds an "Open Run" tryout in each city stop for the first 150 ballers who sign up. These local streetball players compete with each other to earn one of three spots on that city's team of best ballers. These competitons are short 5-on-5 "shirts vs. skins" matchups meant to

impress the AND 1 players who are judging and offering commentary on the sidelines.

Main Runs

Once the AND 1 players have given special wristbands to the top three ballers in the Open Run, those ballers are teamed up with two of the best players from the Tour's previous city stops. This opposing squad faces Team AND 1 in the "Main Run," a 5-on-5 uniformed matchup hosted by Duke Tango, the voice of AND 1, with music provided by the Evil Genius, DJ Green Lantern.

Voting

After each Main Run, the AND 1 squad gets together in their locker room and votes on who among the three best ballers in the Main Run to cut from the Tour. The remaining two ballers get to stay on the bus and travel to the next stop, where they must once again play in the new city's Open and Main Runs to avoid elimination.

Awarding the Contract

At the end of the AND 1 Mix Tape Tour, the AND 1 squad votes for a final time and awards a new AND 1 jersey and contract to the best baller who lasted to the end. This lucky baller becomes the newest member of AND 1!

Starting a New Mix Tape Tour

To begin a new Mix Tape Tour, select Game Modes from the Main Menu, then choose AND 1 Mix Tape Tour. Select New to begin the tour.

Once you have saved your progress on the tour, choose the Continue option.

Creating a Baller

Your first step in joining the AND 1 Mix Tape Tour is creating a baller. Want to be a lean and lanky shooter like AO? Or would you rather be an imposing big man like Escalade? Create-a-Baller will allow you to customize your baller's appearance and attributes to suit your needs.

To create a baller from scratch, choose the Create New Baller option and press the ⊗ button.

If you already have a created baller you would like to use on the Tour, select him by moving up and down through the list and pressing the ⊗ button to select.

Enter Name

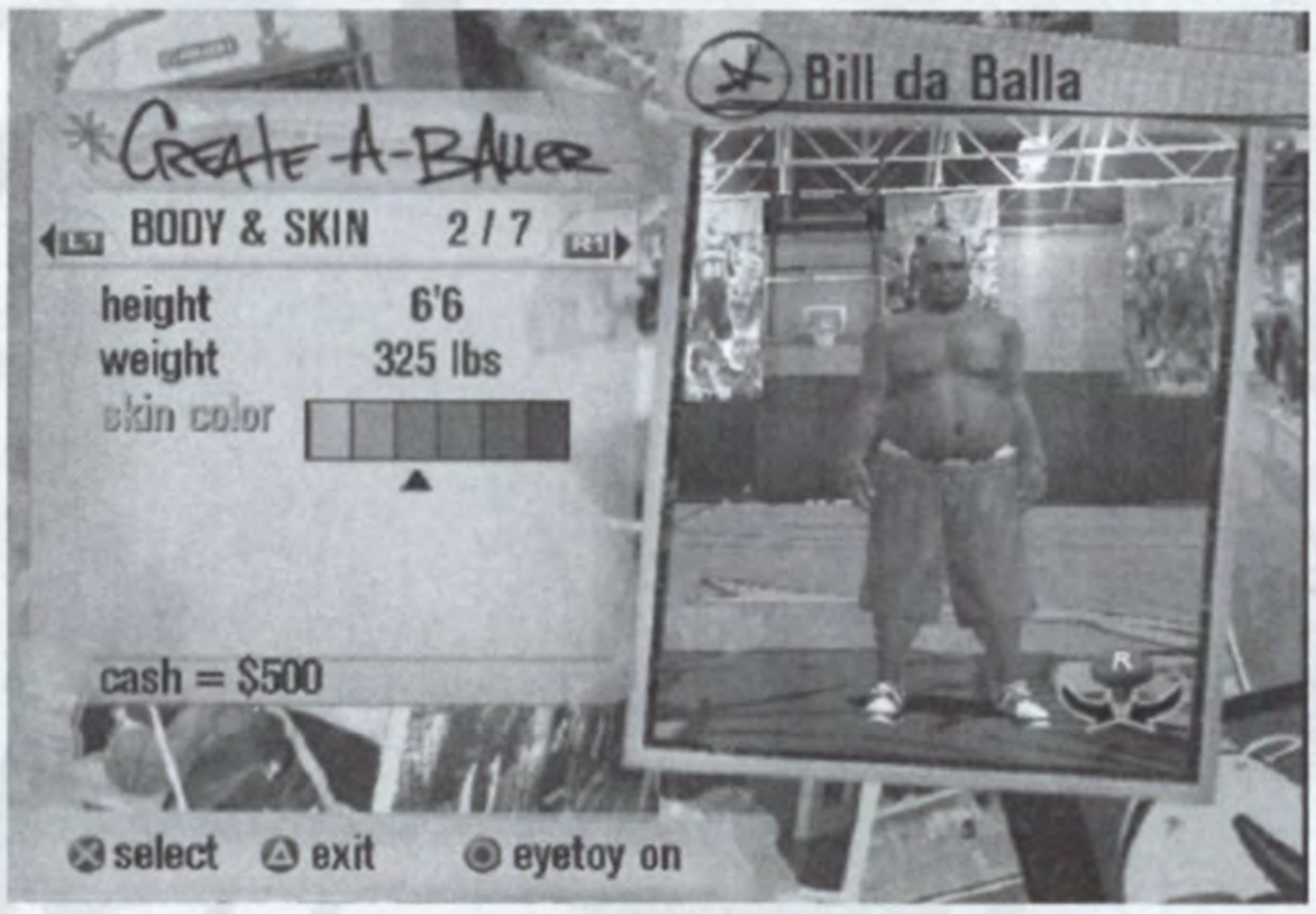
Use the keyboard interface to enter a name for your custom baller.

Body Type

There are three different body types available.

Choose a body type and press the ⊗ or R1 button to advance to the next screen. You will then be asked if you would like to use the EYETOY™ USB camera (for PlayStation®2) to create your face. Choose Yes or No and press the ⊗ button to continue.

Body and Skin



Choose your baller's height, weight, and skin color:

Note: Your height and weight affect your baller's attributes. A taller, heavier baller will be better at dunking, blocking, and muscling in the paint, while a smaller, thinner baller will be quicker, more agile, and have a better shooting range.

Press the R1 or ⊗ button to advance to the next screen, or the L1 button to return to the previous screen.

Pick Face

Give an appropriate game face to your baller. Choose from 10 premade faces by scrolling through the list. When you have found your selection, press the ⊗ or R1 button to advance to the next screen.

Pick Face with the EYETOY™ USB camera (for PlayStation®2)

If you have an EYETOY™ USB camera (for PlayStation®2) and chose to use it to create your own face, you will be given the option to "add your own" face on the Pick Face screen.

To add your face:

1. Press the □ button to capture your face.
2. Place your face inside the silhouette area.
3. Press the ⊗ button to capture.

Note: You will get better results with your EYETOY™ USB camera

(for PlayStation®2) if you use it in a well-lit area.

Once your face has been captured, you will need to adjust the area of your face to be mapped onto the model on the right. Use the left and right analog sticks to make the orange facemap box grow and shrink. Use the controls until your face fits the model.

If your skin tone is different from the model's, press the ◎ button to change the model's skin tone. You can also rotate the model using the L2 and R2 buttons.

Face Options

You can further choose to customize head size, jaw, eyes, eyebrows, cheeks, nose, mouth, and ears. Use the on-screen sliders to adjust the face options. Press the R1 or ⊗ button to advance to the next screen, or the L1 button to return to the previous screen.

Hairstyle

Choose from different hairstyles in four different colors. Press the R1 or ⊗ button to advance to the next screen, or the L1 button to return to the previous screen.

Player Info

Choose your baller's uniform number, position, voice, and birthday.

There are six different voice types for your created baller. Your choice will reflect how your player sounds (and talks trash) during pickup games and on the Mix Tape Tour.

Press the R1 or ⊗ button to advance to the next screen, or the L1 button to return to the previous screen.

Attributes

Every baller in AND 1 Streetball has 15 attributes that affect their overall gameplay.

- **Power:** Affects your baller's ability to back down opponents in the paint and shove players down.
- **Speed:** Affects your baller's speed.
- **Stamina:** Determines how quickly the turbo meter depletes.
- **Ball Handling:** Improves your baller's ability to hang on to the ball during I BALL moves.
- **Passing:** Affects your baller's ability to complete passes.
- **Shot Accuracy:** Determines how often your baller will make baskets within his range.
- **Shot Range:** Determines your baller's shooting range from the key and beyond.
- **Dunking:** Affects how often your player will dunk vs. layup. A higher dunking attribute will unlock more difficult dunks.
- **Hops:** Affects how high your baller jumps. Hops is a useful skill for ballers who want to specialize in blocking, rebounding, or dunking.
- **Defensive Agility:** Improves your baller's ability to stay on his feet during anklebreakers.
- **Rebounding:** Affects your baller's ability to get rebounds.
- **Blocks:** Affects your baller's ability to block shots.
- **Steals:** Affects your baller's ability to steal the ball.
- **Free Throws:** Affects the speed of the free throw meter.
- **Clutch:** Determines how much of an attribute boost your player will get during clutch time.

At the start of the game, every baller gets $500 to use to improve their attributes. You can increase your attributes later by earning cash in side games and Main Runs. Note that attribute points have different prices at higher levels.

You can spend your cash to boost your attributes as you like, or you can press the □ button to apply one of six different templates:

- **Dunker:** The aerial artist.
- **Trickster:** The sleight of ball specialist.
- **Defensive Specialist:** The Guru of D.
- **All-Around Baller:** 'Nuff said.
- **Big Man:** The enforcer of physical play.
- **Shooter:** The ballistics expert.

Press the R1 or ⊗ button to advance to the next screen, or the L1 button to return to the previous screen.

Modifying your Baller

After you have created your baller, you will need to outfit him with the proper gear, ink, and bling as befits the next Streetball legend.

Options include:

- **Go to AND 1 Store:** Outfit your baller with the latest AND 1 apparel direct from their store in Upper Darby, PA. You can unlock new clothing by playing through the Mix Tape Tour.
- **Go to Ink Parlor:** Got tats? Go get some here.
- **Change Hairstyle:** Keep it styling.
- **Change Attributes:** Spend your cash on training and improving your baller's attributes.

AND 1 Store

Go to the AND 1 Store to try on the latest footwear and apparel, courtesy of AND 1.

Ink Parlor

Get ink done using the Ink Parlor interface.

Change Hairstyle

Use the hairstyle options to change your 'do. (See page 21.)

Change Attributes

Use sliders to spend cash on attributes. (See page 22.)

Cutscenes

Once you have created your baller, the introductory cutscene will present your baller and his friend Sy at St. Mark's Park in Linden, NJ.

The Mix Tape Tour will feature numerous cutscenes highlighting special moments on the Tour as your baller experiences life on and off the court with the AND 1 squad.

Tutorial

After the first cutscene finishes, you will be asked if you want to play the Tutorial. Choose Yes to be instructed in the Ways of the Hoop by the legendary Rafer "Skip to My Lou" Alston.

The Mix Tape Tour Hub

After each game and at the beginning of each new city, you will arrive at the AND 1 Mix Tape Tour Hub. This screen will show your current Tour stop as well as your cash and respect points, and give you several options:

- **Open Run/Main Run (may be grayed out):** Play the current city's Open or Main Run.
- **Side Game (may be grayed out):** Play the current city's side game.
- **Messages:** Check your text messages on your Mobile Phone. An icon will appear next to this option if you have new messages.
- **My Baller:** View your baller's stats, update his attributes, modify his appearance, and update his Breakdowns.
- **Practice:** Practice your moves on the AND 1 Practice court in Paoli, PA.

Open Runs

Before you can play in each city's big game against AND 1, your baller will need to impress the AND 1 judges at the Open Run. These games are short, six-minute scrimmages in two halves, 5-on-5, shirts vs. skins. Be sure to earn enough respect points to earn your wristband, or you could be going home.

Main Runs

This is it, the big game! You will be on the current city's home team of ballers against five members of the AND 1 squad. AND 1 doesn't like to lose, and will be playing a much tougher game than in the Open Runs. Do your best, impress the crowd, and meet your goals in each Main Run to stay on the bus and travel to the next city!

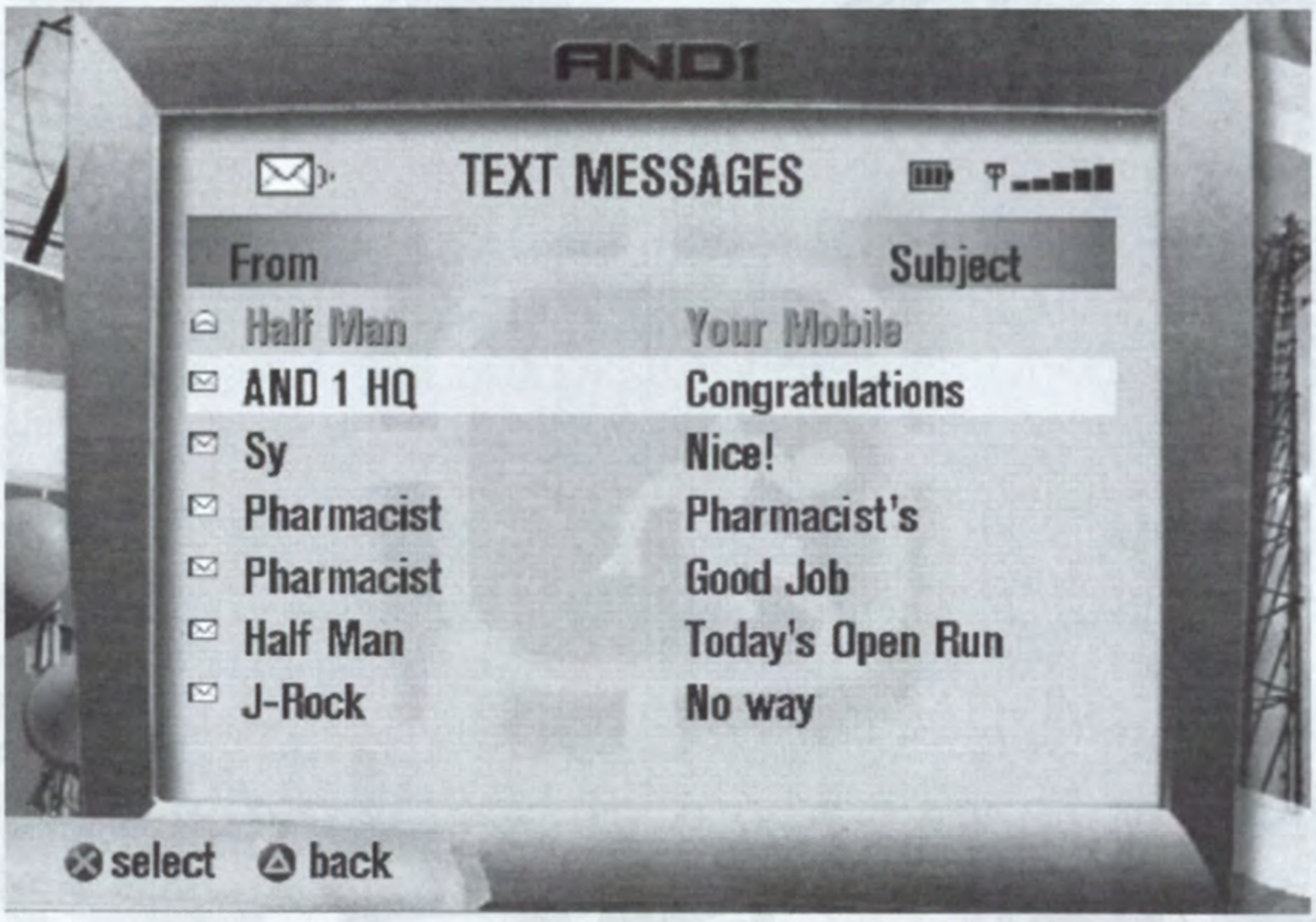
Side Games

Each city on the Mix Tape Tour will have a series of side games with the AND 1 players, usually before and after the Open Runs. These games have different rules than the Open and Main Runs, and require you to face certain goals. Achieve these goals and beat your opponents, and you will be rewarded. Lose, and it's push-up time...

After you complete the side games in the AND 1 Mix Tape Tour mode, you can replay any of them by choosing Side Games from the Game Modes menu.

Text Messages

Half Man Half Amazing will give you a text messaging mobile phone at the end of the first city. If you have a new message, an icon will appear next to the Messages option in the Tour Hub. Be sure to check your messages; the AND 1 players don't like to be ignored!



To read your messages, use the left analog stick or the directional buttons to select a message, and press the ⊗ button

to read it. When you are finished reading your message, press the △ button to return to the Text Messages screen.

New messages will have a closed envelope icon next to them, and read messages will be grayed and have an open envelope.

Press the △ button again to return to the Tour Hub.

My Baller Screen

From the My Baller screen, you have the following options:

- **Baller Stats:** See how well you've been performing on the Tour.
- **I BALL Controls:** View all your unlocked I BALL controls.
- **Modify Breakdown:** Update your Breakdown moves (see page 30).
- **Modify My Baller:** Update your appearance and attributes.

Baller Stats

This screen shows a list of your baller's stats from the entire tour. Press the △ button to return to the Tour Hub.

Modify Baller

At any time during the Tour, you can modify your baller's appearance and attributes by going to the My Baller screen and choosing Modify Baller.

Winning and Losing

In order to advance in the AND 1 Mix Tape Tour, you will need to meet (and usually exceed) your goals for each Side Game, Open Run, and Main Run.

If you can't win a game the first time, keep retrying until you are successful. If you need to boost your baller's attributes prior to the game, go to Modify Baller from the My Baller portion of the Tour Hub.

Pause Menu

At any time during the game, you can pause the action and bring up various options.

- **Back to Game:** Continue play.
- **AND 1 Replay:** Enter Replay mode. See the next section for details.
- **Controllers:** Choose a different controller configuration by moving left or right. If you have two or more DUALSHOCK®2 analog controllers plugged in, you can assign the controllers for 2+ player competitive play.

- **Camera View:** Choose different camera angles during gameplay.
- **Player Stats:** Show the combined stats of all current players in the game.
- **Sound Options:** Adjust the sliders to change the volume of the various in-game sounds.
  - **Audio:** Choose between Stereo, Dolby® Pro Logic II, DTS, or Mono sound
  - **Tracks:** Choose specific licensed music tracks or play them at random.
- **Game Options:** Change some of the in-game rules.
- **Quit:** Quit to the Main Menu or restart the game.

Replay Mode

You can access Replay mode from the Pause menu.

Replay Mode Controls:

- **L1 button:** Rewind.
- **L2 button:** Change camera focus.
- **L3 button (when pushed down):** Toggle between Locked Player mode and Free Cam mode.
- **R1 button:** Play forward.
- **R2 button:** Change camera focus.
- **left analog stick:** Move cursor in Free Cam mode.
- **right analog stick:** Move camera in Free Cam mode.
- □ **button:** Slow rewind.
- ○ **button:** Slow forward.
- △ **button:** Change camera.
- ✕ **button:** Play/Pause toggle.
- **left directional button:** Zoom out.
- **right directional button:** Zoom in.
- **up directional button:** Move up.
- **down directional button:** Move down.
- **SELECT button:** Hide/Show control overlay.
- **START button:** Exit to the Pause menu.

Options Menu

On this screen, you can adjust various settings for the game:

- **Game Options:** Change some of the in-game rules. This will apply to Quick Start and Pickup games.

- **Sound**: Adjust the sliders to change the volume of the various in-game sounds.
  - **Audio:** Choose between Stereo, Dolby® Pro Logic II, DTS, or Mono sound
  - **Tracks:** Choose whether to mute specific music tracks or play random nonmuted tracks. Press the R1 button to mute or unmute a track.
- **Autosave:** Choose whether or not to allow the game to automatically save your progress and settings to your memory card (8MB)(for PlayStation®2).
- **Save/Load:**
  - **Save:** Save your current settings and AND 1 Mix Tape Tour progress to your memory card (8MB)(for PlayStation®2).
  - **Load:** Load your saved settings and AND 1 Mix Tape Tour progress from your memory card (8MB)(for PlayStation®2).
- **Cheat codes:** Enter cheat codes to unlock secret features.

Bonus Stuff

This screen lets you view the game's unlockable videos and credits.

Saving and Loading

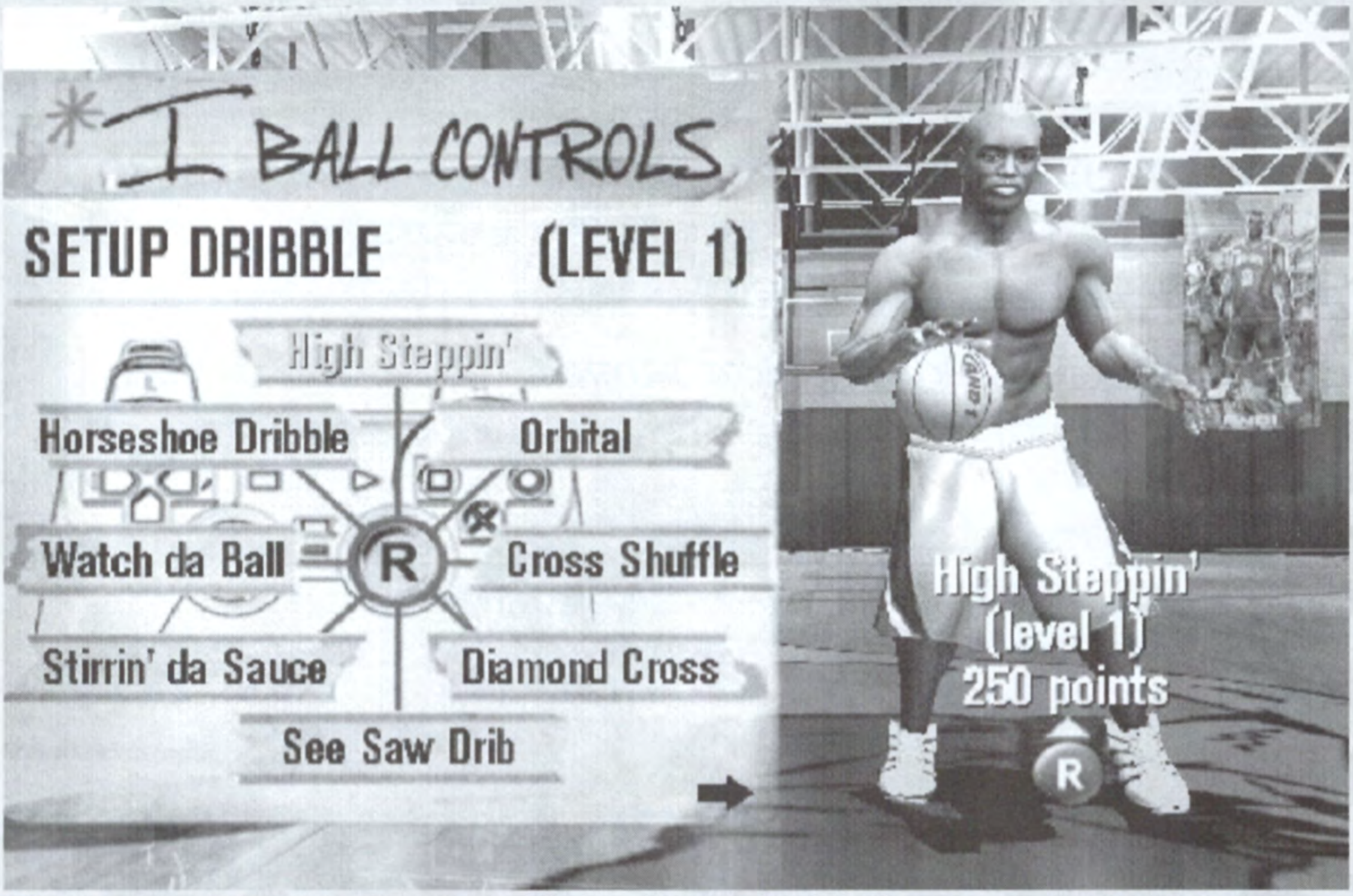
If you have a memory card (8MB)(for PlayStation®2) inserted, AND 1 Streetball will automatically save your progress as you advance through the AND 1 Mix Tape Tour. If you would rather save your progress yourself, go to the Options menu and turn Autosave to off, then choose Save/Load and select Save.

If you have a memory card (8MB)(for PlayStation®2) with an AND 1 Streetball saved game on it, it will automatically load when you start the game. If you need to load again at any time, go to the Options menu and choose Save/Load, then select Load.

End Game

Once the game ends, you will be given an option to Run Again.

- **Yes:** Play another game.
- **No:** Exit to the Main Menu.



Choosing I BALL Controls from the My Baller screen (or Main Menu) brings up the I BALL Control preview screen. From here you can see all the I BALL moves your baller has unlocked.

Move the left analog stick in a direction to see the corresponding Level 1, Level 2, or Level 3 I BALL move.

Note: A move that is grayed out is locked. Play through the Mix Tape Tour to unlock all the I BALL moves!

From Level 1 (Setup Dribble):

- Move in any direction to preview a Level 1 Setup Dribble.
- Press the □ button to toggle between Setup Dribbles and Jog Dribbles.
- Rotate the model using the right analog stick.
- Press the ⊗ button on a selected Level 1 Setup Dribble to see the associated Level 2 branch.
- Press the R1 button to go to the Level 2 branch.

From Level 2 (Showboat Move):

- Move in any direction to preview a Level 2 Showboat Move.
- Press the ⊗ button on a selected Level 2 Showboat Move to see the associated Level 3 branch.
- Rotate the model using the right analog stick.
- Press the R1 button to go to the Level 3 branch.
- Press the L1 button to go to the Level 1 branch.

From Level 3 (Anklebreaker Move):

- Move in any direction to preview a Level 3 Anklebreaker Move.
- Rotate the model using the right analog stick.
- Press the L1 button to go to the Level 2 branch.

To exit, press the △ button. When asked if you are sure you want to exit, choose Yes.

MODIFY A BREAKDOWN/ CREATE-A-MOVE

You can engrave your signature into Streetball lore by creating your own custom Breakdown move with the Create-a-Move editor.

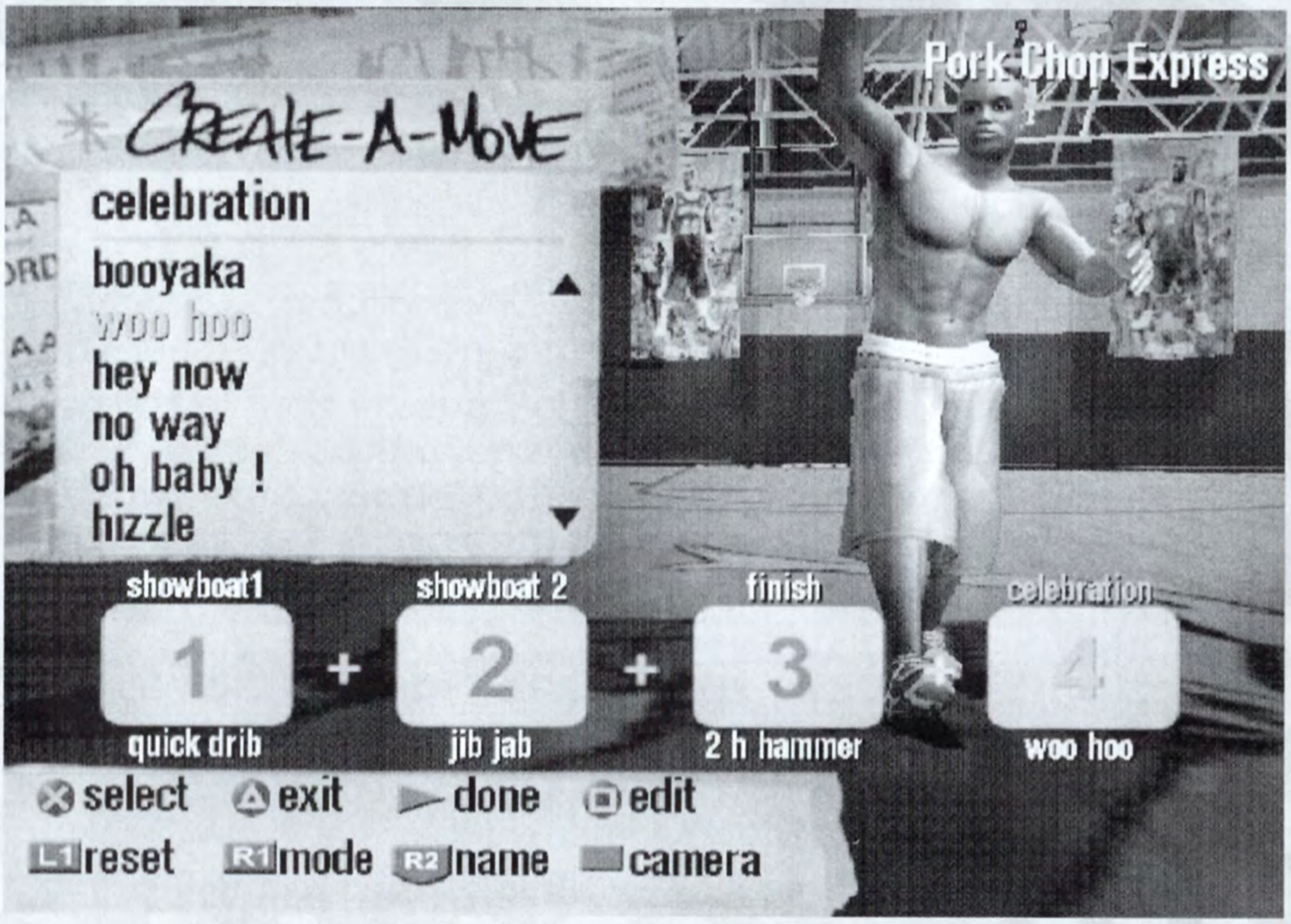
Setting up Your Move

Every custom breakdown resides in a list. When you go to the Create-a-Move screen, you will need to create a new move list or select an existing list where the move will go. Once you have chosen a list, you can select a name for your new move or edit an existing move.

You can create up to eight lists with up to eight moves in each, for a total of 64 custom breakdown moves.

Note: You can only have one list of moves activated per game. To activate your list for a quick game or pickup game, go to the Controller Selection screen and move up or down with the left analog stick. To activate your list in Story mode, go to the My Baller screen, highlight Move Lists, and move left or right with the left analog stick.

Creating Your Breakdown Move



To create your move:

- Move the directional buttons or left analog stick left or right to shift between the four move categories.
- Move the directional buttons or left analog stick up or down to see the different moves in a category.
  - The on-screen model will play and loop whatever move is highlighted.
  - To select a move, highlight it and press the ⊗ button.
- Press the L1 button to clear out your created move and start from scratch.
- Press the R1 button to toggle animation play modes:
  - **Mode 1:** Play animation based on what's highlighted on the list.
  - **Mode 2:** Play full animation.

Categories

Breakdowns consist of four parts: Showboat 1, Showboat 2, Finish, and Celebration.

Each AND 1 player has his own custom Breakdown move. Beating an AND 1 player in a side game will unlock the components of their Breakdown for you to use in making your own!

Once you have chosen your four animations, you can watch it play in Edit mode or Camera mode.

Edit Mode

Press the □ button to enter Edit mode. In this mode, players will be able to adjust the transition time between the different animations.

- Choose the animation segment by moving up and down. Two yellow bars will appear around the selected animation.
- Hold the L1 button and move the left analog stick left or right to shorten or lengthen the starting time of the selected animation. This will be reflected in the length of the bar and the Starting Percentage on the screen's upper-left side.
- Hold the R1 button and move the left analog stick left or right to shorten or lengthen the ending time of the selected animation. This will be reflected in the length of the bar and the Ending Percentage on the screen's upper-left side.
- Press the □ button to assemble your edited animation and return to the Create-a-Move screen.
- Press the △ button to exit to the Main Menu. You will be asked if you wish to cancel your changes. To keep your changes, go to No. To exit without saving changes, go to Yes.

Camera Mode

Press the SELECT button to watch your created move in Camera Mode. In this mode, the menus disappear and your player moves around freely on a virtual court.

- **L1 button:** Reset your player's position.
- **left analog stick:** Zoom and Pan controls.
- **right analog stick:** Rotate and Tilt controls.
- **SELECT button:** Return to the Create-a-Move screen.
- ⊗ **button:** Accept changes.
- ○ **button:** Save.
- △ **button:** Exit to the Main Menu. You will be asked if you wish to cancel your changes. To keep your changes, go to No. To exit without saving changes, go to Yes.

To save your created move, press the circle button. To exit from Create-a-Move, press the △ button. You will be asked if you wish to accept your changes and exit. To do this, go to Yes. Otherwise, to stay and make more changes, go to No.

PICKUP GAMES

Looking for a little 1-on-1? Maybe a full-court 3-on-3 matchup? Try your skills against the computer or up to 8 human opponents in a single-player or multiplayer pickup game. Name the court, pick your rules, and choose your players!

- **Play Game:** Advance to the next screen to select a court.
- **Mode:** Full- or half-court.
- **Type:** 1-on-1 up to 5-on-5.
- **Game Options:** Brings up the screen to choose game type, rules, etc.
- **Apparel:** Choose from different player uniforms and appearances.

Note: Half-court games can be 1-on-1 to 3-on-3. Full-court games can be 3-on-3 to 5-on-5.

Court Selection

Choose an unlocked court at different times of day. Move the cursor to the court desired, and press the ⊗ button to accept.

You can unlock all of the courts as your play through the AND 1 Mix Tape Tour.

Controller Selection

After choosing a court, select a controller by moving left or right. Press the ⊗ button to accept.

Player Selection

After selecting controllers, players alternate picking players for the game by pressing the ⊗ button. Once all players are picked, confirm your choices and begin!

ONLINE MODE

Wanna prove your Streetball skills to the world? Take your game online and earn your respect by challenging the best ballers out there.

Setting Up for Online Play

AND 1 Streetball online functions only through a broadband (DSL or cable modem) connection. In order to play online, you will need the following items: a Network Adaptor (Ethernet/modem)(for PlayStation®2) installed, an active Internet connection via your own Internet service provider (ISP) account, and a memory card (8MB)(for PlayStation®2) with at least 94 KB free space. Prior to playing online, you will need to set up a Your Network Configuration file. AND 1 Streetball includes a Network Configuration GUI for setting up this file.

Note: When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

Note: After using the included Network Configuration GUI, the RESET button functions differently in AND 1 Streetball. To put the console into standby mode, tap the RESET button until the LED indicates in a red color.

Network Adaptor (Ethernet/modem)(for PlayStation®2)

Install the network adaptor (Ethernet/modem)(for PlayStation®2) in your PlayStation®2 game console according to the instructions in its Instruction Manual.

Your Network Configuration File

Press the left or right directional button to scroll through the available ISP settings, and select one for the upcoming online game. The default displayed is the last ISP setting saved to the memory card (8MB)(for PlayStation®2).

Create/Edit Network Configuration

The Network Configuration GUI allows you to create and edit a Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game relaunches itself and goes through its normal loading procedure before returning to the Main Menu screen.

Connect

After selecting a Your Network Configuration file, connect to your ISP. If the connection is successful, the Online Menu screen appears.

Caution: Unplug the AC power cord on your PlayStation®2 console before connecting your network adaptor (Ethernet/modem)(for PlayStation®2).

UDP protocol port 1000 is used by the game. UDP ports 6500, 27900, and 27901 and TCP ports 80, 28910, 29900, 29901, 29910, and 29920 are used during the GameSpy® matchmaking process. Ports 80, 28910, 29900, 29901, 29910, and 29920 are used (in TCP protocol) for the connection to GameSpy®. If you have a firewall, you must open these ports to play online. If you use a router with a unique IP address and you want to create rooms and games (so you can host a server), you must route these ports to your PlayStation®2 system.

This is done by activating "port forwarding" on your router. Port forwarding allows your router to forward traffic from a specific port to your PlayStation®2 system's internal address. Port forwarding should be set up for ports 1000 and 6500 for the game to work properly online. Please refer to your router's manual for more information on how to configure port forwarding.

Troubleshooting

If a connection to the network cannot be established:

- The AC power for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet/modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet/modem)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

Online Main Menu

In Online mode, you can find quick matches against opponents, host ranked games, enter tournaments, and set up your various gameplay options.

- **Quick match:** Play a quick game against an online opponent based on your Quick Match settings from the Options screen.
- **Create game:** Setup a game for others to join in the game lobby.
- **Game lobby:** Find available games and challenge others.
- **Options:** Set up your general game settings, and read online documentation.
- **Sign out:** Sign out and return to the Main Menu.
- **Career stats:** View career stats.
- **Leaderboards:** View leaderboards.

Game Lobby

Joining a Game

To join a game in the Game Lobby, press the up directional button and down directional button. Once you find a game you would like to play, press the ⊗ button.

Refreshing the Game Lobby

The Game Lobby will refresh itself every minute. If you want to refresh it sooner, press the R2 button.

Creating a Game

To create a game, choose Create Game from the Online menu. Set your game preferences, and wait for someone to join.

HINTS AND TIPS

- Release the ball at the peak of your jump for more successful shots.
- Don't forget to use your I BALL moves, especially during 5-on-5 games! They'll earn you Mics, which you can use to go On Fire and perform Breakdowns worth +3 or +5 points!
- You can talk trash with the Taunt button during gameplay.
- Mix up your I BALL moves to earn more respect!
- If it ain't tight, it ain't right.

UNLOCKING AND VIEWING "THE SCORE": THE AND 1 VIDEO GAME MIXTAPE

To unlock The Score, choose AND 1 MixTape Tour in the Game Modes screen. As you play through the tour, you'll unlock The Score piece by piece until you have the entire MixTape. You can view your collection of unlocked Score segments - there are five total - in the Bonus Stuff menu.

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Thanks,

The Ubisoft Team

AND 1® Streetball

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

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